

## **Abstract**

System and method for accessing properties of a pre-defined object in a graphical program (GP) operable to perform first functionality. A node icon is displayed in the GP and coupled to the pre-defined object in response to user input, and is associated with  
5 program instructions executable to only provide access to a plurality of properties corresponding to the object, and specifying configuration of the object, where the object is associated with a subset of the first functionality. Available properties of the object are displayed, and user input indicating the plurality of properties received. The GP is executed, including executing the property node to: receive input specifying modification  
10 of a property, and modify the property to configure the object to perform the subset of the first functionality; and/or to read the property from the pre-defined object, and provide the property to a graphical program element of the GP, e.g., for display.